

# Bryan Mui

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## Education

**University of California, Los Angeles**, June 2026, B.S. Statistics and Data Science, Data Engineering Minor

GPA: 3.262/4.00

**Coursework:** C++, Discrete Math, Data Analysis and Regression, Statistics Theory, Algorithms, x86 Assembly, Probability

**Programming Languages:** JavaScript, HTML, CSS, React, NestJS, redux, MUI, MySQL, MongoDB, Python, R, Git, Linux

## Professional Experience

**Software Engineering Intern** | Stiddle – San Francisco, CA

June-Sept 2024

- Extended 10+ API endpoints as data input/outputs channels using Nest JS and React, allowing users to integrate their online store to Stiddle
- Engineered a WordPress plugin with JavaScript to expand Stiddle product platform to WooCommerce stores, resulting in market expansion of 5 million brands

**Machine Learning Research Program** | NYU Pathways to AI – New York, New York

June-Dec 2023

- Graciously admitted as 1 of 10 student participants out of a pool of 200 applicants; funded by Google DeepMind; programmed in Python, learned various ML models and mathematics in loss optimization.
- Brainstormed potential projects with current big ideas in AI, constructed a computer vision project through faculty mentorship

**Volunteer** | RobotGarden – Livermore, CA

June 2020-September

- Maintained communal equipment for CNC, 3D-printers; constructed a sandblaster and troubleshooted machining G-code to repair faulty tools and mills, expanded projects to include metal materials and structures
- Pursued autonomous driving rover project with RC cars, used pix-hawk drone controller to drive vehicles around track

**Soccer Referee** | California North Referee Association

January 2018-December

- Refereed in gold level leagues for youth soccer clubs; collaborated in both single and 3-man systems; enforced good conduct between players and spectators during games
- Attended required trainings and engaged in detail study of rule and regulation changes to the game

## Projects

**Island Scrape** | UCLA Stats and Data Science | <https://github.com/BryanMui1/island-scrape>

March-June 2024

- Automated simulated sample collection by web scraping with Python Selenium, collected income, education, and age related data of 20 different populations and 20,000 people

**Multipurpose Object Tracking for Hand Detection** | NYU Pathways to AI

September-December 2023

- Composed an object tracking script leveraging OpenCV2, Google Colab, and pre-trained Detectron 2 classification model to work on videos containing hands, compiled frames to track hands throughout DIY Youtube videos

**WatchCircle for LA 2028** • AWS + Slalom Innovation Challenge | <https://tinyurl.com/4zmt9x58>

March-June 2023

- Developed Olympics centered social media prototype for the 2028 LA Olympics to enhance user viewership and engagement, created tech framework using AWS to protect user data
- Presented Figma app and business model in competition to official LA 2028 Olympics board of representatives

**EarBloom: A Bio-Inspired Intersection of High-Fidelity Hearing Protection and Fashion Technology** | Paper in the Journal of Student Research | <https://www.jsr.org/hs/index.php/path/article/view/2190>

June-July 2021

- Designed a wearable prototype aimed to prevent for noise induced hearing loss; created CAD models and ran functional simulations in Rhino 3D; performed material stress simulations in Fusion 360; presented research findings to faculty in UC Santa Barbara research seminar
- Proposed and published paper to the Journal of Student Research (Sept. 2021) mentored by UCSB Ph.D candidate Yin Yu

## Misc

Sports fan, Esports fan, Windows and Linux user, PC Builder, Eagle Scout, A/V Church Volunteer